

PATENT AND TRADEMARK OFFICE

BEFORE THE HONORABLE BOARD OF PATENT APPEALS AND INTERFERENCES

in re the Application of

Tomohiro MORI et al.

On Appeal from Group: 3714

Application No.: 10/803,038

Examiner: C. RENDON

Filed: March 18, 2004

Docket No.: 119134

For: METHOD FOR GENERATING IMAGE, INFORMATION STORAGE MEDIUM,
IMAGE GENERATION DEVICE, DATA SIGNAL AND PROGRAM

APPEAL BRIEF TRANSMITTAL


Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir:

Attached hereto is our Brief on Appeal in the above-identified application.

Also attached hereto is our Check No. 207510 in the amount of Five Hundred Ten Dollars (\$510.00) in payment of the Brief fee under 37 C.F.R. 41.20((b)(2). In the event of any underpayment or overpayment, please debit or credit our Deposit Account No. 15-0461 as needed in order to effect proper filing of this Brief.

Respectfully submitted,


William P. Berridge
Registration No. 30,024

James E. Golladay, II
Registration No. 58,182

WPB:KXH/hms

Date: July 8, 2008

OLIFF & BERRIDGE, PLC
P.O. Box 320850
Alexandria, Virginia 22320-4850
Telephone: (703) 836-6400

DEPOSIT ACCOUNT USE AUTHORIZATION Please grant any extension necessary for entry; Charge any fee due to our Deposit Account No. 15-0461
--



PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE HONORABLE BOARD OF PATENT APPEALS AND INTERFERENCES

In re the Application of

Tomohiro MORI et al.

Application No.: 10/803,038

Examiner: C. RENDON

Filed: March 18, 2004

Docket No.: 119134

For: METHOD FOR GENERATING IMAGE, INFORMATION STORAGE MEDIUM,
IMAGE GENERATION DEVICE, DATA SIGNAL AND PROGRAM

BRIEF ON APPEAL

Appeal from Group 3714

OLIFF & BERRIDGE, PLC
P.O. Box 320850
Alexandria, Virginia 22320-4850
Telephone: (703) 836-6400
Attorneys for Appellants

07/09/2008 SZEWDIE1 00000002 10803030

01 FC:1402

510.00 0P



TABLE OF CONTENTS

	<u>Page</u>
I. REAL PARTY IN INTEREST	1
II. RELATED APPEALS AND INTERFERENCES	2
III. STATUS OF CLAIMS	3
IV. STATUS OF AMENDMENTS	4
V. SUMMARY OF CLAIMED SUBJECT MATTER	5
VI. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL	9
VII. ARGUMENT	10
A. Claims 1, 8, 15 And 16 Are Enabled By The Specification	10
B. Claims 19 And 20 Define Statutory Subject Matter Under 35 U.S.C. §101	11
C. Claims 1-16 And 19-24 Would Not Have Been Obvious Over SFA3 In View Of Dichter	11
1. Claims 1, 8, 15 And 16	12
a. The Applied References Would Not Have Reasonably Suuggested The Recited Combinations Of Features	12
b. The Suggested Modification Would Have Rendered The Prior Art Unsatisfactory For Its Intended Purpose	13
c. The Suggested Modification Would Have Changed The Principle Of Operation Of The Prior Art	14
2. Claims 2 and 9	14
3. Claim 4	15
4. Claim 5	16
VIII. CONCLUSION	17
APPENDIX A - CLAIMS APPENDIX	A-1
APPENDIX B - EVIDENCE APPENDIX	B-1
APPENDIX C - RELATED PROCEEDINGS APPENDIX	C-1

I. REAL PARTY IN INTEREST

The real party in interest for this appeal and the present application is NAMCO
BANDAI GAMES INC., by way of an Assignment recorded in the U.S. Patent and
Trademark Office at Reel 014932, Frame 0253.

II. RELATED APPEALS AND INTERFERENCES

There are no prior or pending appeals, interferences or judicial proceedings, known to Appellants, Appellants' representative, or the Assignee, that may be related to, or that will directly affect or be directly affected by or have a bearing upon, the Board's decision in the pending appeal.

III. STATUS OF CLAIMS

Claims 1-16 and 19-24 are on appeal.

Claims 1-16 and 19-24 are pending.

Claims 1-16 and 19-24 are rejected.

Claims 17 and 18 are canceled.

No claims are allowed.

IV. STATUS OF AMENDMENTS

No Amendment After Final Rejection has been filed. The claims stand as amended by Appellants' November 16, 2007 Supplemental Amendment.

V. SUMMARY OF CLAIMED SUBJECT MATTER

Claim 1 is directed to a method for generating an image in a virtual space seen from a predetermined viewpoint in a game (see, *e.g.*, Figs. 2 and 11), comprising: judging whether to start a motion of a first object (see, *e.g.*, element E, Fig. 3A, page 4, line 3) placed in the virtual space in the game (see, *e.g.*, step S6, Fig. 11, page 36, lines 12-20); if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction (see, *e.g.*, step S12, element M, Figs. 3A and 11, page 37, lines 6-14); if it is judged to start the motion of the first object, displaying a plurality of effect objects (see, *e.g.*, B1-B4, Fig. 3A, , page 20, lines 1-3), the plurality of effect objects provided three-dimensionally at the side that the first object is going to move (see, *e.g.*, dotted arrow M, Fig. 4A) from a location of the first object immediately before the first object starts moving (see, *e.g.*, step S16, Fig. 11, page 37, lines 15-18); and making the plurality of effect objects sequentially disappear in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving (see, *e.g.*, step S34, Fig. 11, page 8, lines 10-13, page 20, lines 1-16, page 39, lines 4-9), wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion (see, *e.g.*, elements T1-T4, Fig. 4C). An exemplary display of the object and the effect objects is shown in and Figs. 12A and 12B.

As described in the specification at, for example, page 6, line 20-page 7, line 6, the effect objects express a momentum of an object. When it is determined that an object will start a motion, a plurality of effect expressions are provided in a direction where the object is going to move, making it is possible to express momentum effectively even as a motion starts (see page 3, lines 19-22). Further, because it is not necessary to change the shape of the moving object itself, nor express injection indicating a propulsive force of the motion behind the object. Thus, it is applicable to even a case where certain types of reality are required,

such as in a situation where the object itself starts the motion, or where the object is moved by being hit with another object.

Claim 2 is directed to the method as claimed in claim 1, wherein the making the plurality of effect objects sequentially disappear includes making the plurality of effect objects located at a rear side (see, *e.g.*, Fig. 4A, page 7, lines 7-13) in the moving direction from the location of the first object, sequentially disappear according to the controlling the motion of the first object (see, *e.g.*, Fig. 6B, page 7, lines 11-13).

Claim 4 is directed to the method as claimed in claims 1, further comprising changing color information (see, *e.g.*, page 21, lines 12-17) of the plurality of effect objects in accordance with the motion of the first object being controlled, as recited in intervening claim 3, wherein the color information of the effect objects is changed so as to decrease a transparency degree as a distance between the location of the first object and each of the plurality of effect objects becomes shorter (see, *e.g.*, page 37, line 15-page 38, line 2).

Claim 5 is directed to the method as claimed in claim 1, wherein the locating the plurality of effect objects includes determining a plurality of locations where the first object is to pass (see, *e.g.*, Fig. 10, page 34, line 25-page 35, line 3) with the motion of the first object controlled, and locating at each of the plurality of locations determined, an object (see, *e.g.*, T1, Fig. 4C) showing a posture of the first object at a time in which the first object arrives at the each of the plurality of locations, as each of the plurality of effect objects (see, *e.g.*, page 20, lines 8-12).

Claim 8 is directed to a method for generating an image in a virtual space seen from a predetermined viewpoint in a game (see, *e.g.*, Figs. 2 and 11), comprising: judging whether to start a motion of a first object (see, *e.g.*, element E, Fig. 3A) placed in the virtual space in the game (see, *e.g.*, step S6, Fig. 11, page 36, lines 12-20); if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined

moving direction (see, *e.g.*, step S12, Fig. 11, page 37, lines 6-14); if it is judged to start the motion of the first object, displaying an effect object (see, *e.g.*, C1, Fig. 3A), the effect object being provided three-dimensionally at the side that the first object is going to move (see, *e.g.*, dotted arrow M, Fig. 4A) from a location of the first object immediately before the first object starts moving (see, *e.g.*, step S16, Fig. 11, page 37, lines 15-18); and making the effect object sequentially disappear from a side proximate to the location of the first object (see, *e.g.*, Fig. 6B) at a time in which it is judged to start the motion of the first object after the first object starts moving (see, *e.g.*, step S34, Fig. 11, page 39, lines 4-9), wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion (see, *e.g.*, element U1, Fig. 5C).

Claim 9 is directed to the method of claim 8, wherein the making the effect object sequentially disappear includes making a rear side of the effect object in the moving direction, sequentially disappear according to the controlling the motion of the first object (see, *e.g.*, Fig. 6B).

Claim 15 is directed to An image generation device (see, *e.g.*, element 20, Fig. 8, page 26, lines 25-page 35, line 9) for generating an image in a virtual space seen from a predetermined viewpoint in a game (see, *e.g.*, Fig. 2), comprising: a judging section for judging whether to start a motion of a first object (see, *e.g.*, element E, Fig. 3A) placed in the virtual space in the game (see *e.g.*, element 220, Fig. 8, page 29, lines 2-11), a motion control section (see, *e.g.*, element 222, Fig. 8, lines 12-22) for, if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction (see, *e.g.*, dotted arrow M, Fig. 4A), a displaying section (see, *e.g.*, element 226, Fig. 8, page 30, lines 16-2) for, if it is judged to start the motion of the first object, displaying a plurality of effect objects (see, *e.g.*, B1-B4, Fig. 3A), the plurality of effect objects being provided three-dimensionally at the side that the first object is going to move (see, *e.g.*, dotted

arrow M, Fig. 4A) from a location of the first object immediately before the first object starts moving, and a nondisplay section (see, *e.g.*, element 226, Fig. 8, page 30, lines 16-2) for making the plurality of effect objects sequentially disappear in proximate order from the location of the first object (see, *e.g.*, page 24, lines 12-18) at a time in which it is judged to start the motion of the first object after the first object starts moving, wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion.

Claim 16 is directed to an image generation device (see, *e.g.*, element 20, Fig. 8, page 26, lines 25-page 35, line 9) for generating an image in a virtual space seen from a predetermined viewpoint in a game (see, *e.g.*, Fig. 2), comprising: a judging section (see *e.g.*, element 220, Fig. 8, page 29, lines 2-11) for judging whether to start a motion of a first object (see, *e.g.*, element E, Fig. 3A) placed in the virtual space in the game, a motion control section (see, *e.g.*, element 222, Fig. 8, lines 12-22) for, if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction, a displaying section (see, *e.g.*, element 226, Fig. 8, page 30, lines 16-2) for, if it is judged to start the motion of the first object, displaying an effect object (see, *e.g.*, C1, Fig. 3A), the effect object being provided three-dimensionally at the side that the first object is going to move (see, *e.g.*, dotted arrow M, Fig. 4A) from a location of the first object immediately before the first object starts moving, and a nondisplay section (see, *e.g.*, element 226, Fig. 8, page 30, lines 16-2) for making the effect object sequentially disappear from a side proximate to the location of the first object (see, *e.g.*, Fig. 6B) at a time in which it is judged to start the motion of the first object after the first object starts moving, wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion (see, *e.g.*, element U1, Fig. 5C).

VI. GROUND OF REJECTION TO BE REVIEWED ON APPEAL

The following grounds of rejection are presented for review:

- 1) Claims 1, 8, 15 and 16 are rejected as non-enabled under 35 U.S.C. §112, first paragraph;
- 2) Claims 19 and 20 are rejected as indefinite under 35 U.S.C. §101; and
- 3) Claims 1-16, and apparently claims 19-24, are rejected under 35 U.S.C. §103(b) over Street Fighter Alpha 3 (hereinafter "SFA3") in view of U.S. Patent No. 6,847,364 to Dichter. (Note: Although page 2 of the Final Rejection only indicates that claims 1-16 are rejected under 35 U.S.C. §103(b) by SFA3 in view of Dichter, Appellants understand that claims 21-24 are also rejected because the Final Rejection discusses rejecting these claims over SFA3 and Dichter.)

VII. ARGUMENT

The Office Action rejects claims 1, 8, 15 and 16 under 35 U.S.C. §112, first paragraph; rejects claims 19 and 20 under U.S.C. §101; and rejects claims 1-16 and 19-24 under 35 U.S.C. §103(a) over SFA3 in view of Dichter. However, Appellants respectfully submit that the subject matter of claims 1, 8, 15 and 16 are enabled by Appellants' disclosure, claims 19 and 20 recite statutory subject matter, and the rejected claims recite allowable features over the applied references. In this regard, the Office Action improperly applies the law relating to enablement, statutory subject matter and obviousness. Moreover, the Office Action unreasonably interprets positively recited claim features, contrary to their ordinary and customary meaning. Proper application of the law, and a reasonable interpretation of the claimed features, demonstrates (1) that the claims satisfy statutory requirements, (2) that a *prima facie* case of obviousness has not been established, and (3) that the claimed invention would not have been obvious over the applied references.

A. Claims 1, 8, 15 And 16 Are Enabled By The Specification

The Office Action asserts that Appellants' disclosure is not enabling because the phrase "immediately before the first object starts moving" is allegedly not supported by the specification. This is incorrect.

Claim 1 recites that the plurality of effect objects are provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving. Claims 8, 15 and 16 recite similar features.

As described in the specification at, for example, page 19, line 7-page 20, line 4, when it is judged that a predetermined motion start event has occurred on an object, the effect objects are displayed and positioned based on the direction of the movement by the object. In other words, the effect objects are displayed and positioned just before when the predetermined motion starts. Appellants also disclose that by adding an effect expression

during the limited time from right before the object starts the motion to right after the object has started the motion, it is possible to make an impression more effectively (see page 8, lines 10-13, Figs. 3A, 3B, and 11). These disclosures satisfy the enablement requirement such that one of ordinary skill would have been able to make and use the claimed invention without undue experimentation.

Withdrawal of the rejection is, therefore, respectfully requested.

B. Claims 19 And 20 Define Statutory Subject Matter Under 35 U.S.C. §101

The Office Action asserts that the features recited in claims 19 and 20 are allegedly inoperable and therefore lack utility because "[t]he applicant[s] failed to disclose if the claimed program is stored in a computer readable storage medium." Appellants respectfully disagree with this assertion.

Appellants respectfully submit that at least page 32, lines 8-17 of the specification clearly disclose that the program may be stored in a storage unit 70, and that the storage unit 70 may be implemented by, for example, information storage medium. The same section of the specification also describes examples of the information storage medium, such as an IC memory, a hard disk, a CD-ROM, an MO and a DVD. Therefore, Appellants' specification does disclose that the program may be stored in a computer readable storage medium. Therefore, the assertion that the subject matter of claims 19 and 20 are somehow inoperable is improper.

Withdrawal of the rejection is respectfully requested.

C. Claims 1-16 And 19-24 Would Not Have Been Obvious Over SFA3 In View Of Dichter

The Office Action rejects claims 1-16 and 19-24 under 35 U.S.C. §103(a) over SFA3 in view of Dichter. The Office Action concedes that SFA3 fails to disclose three-dimensional objects, and asserts that Dichter discloses a method for creating a motion illusion of a 3D

object by drawing multiple images of the object and varying its attributes, such as transparency, color, intensity, reflectivity, fill, texture, size, position and/or depth.

1. **Claims 1, 8, 15 And 16**

a. **The Applied References Would Not Have Reasonably Suggested The Recited Combinations Of Features**

Claim 1 recites, *inter alia*, that if it is judged to start the motion of the first object, a plurality of effect objects are displayed, and that the plurality of the effect objects are provided three-dimensionally at the side that the first object is going to move from a location of the first object when the first objects starts moving. Claim 1 also recites that the plurality of effect objects are sequentially disappeared in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving.

The Office Action asserts that SFA3 illustrates a "Super Move" as the attacking player moving in a "blue blur" as an indication of the player's previous locations and the velocity of that movement. The Office Action goes on to assert that the "blue blur" corresponds to effects provided at the side that the first object is going to move from a location, because the Office Action interprets such a feature as an effect that indicates a trail of movement. The analysis of the Office Action fails for at least the following reasons.

As clearly recited in claim 1, the effect objects are provided at the side that the first object is going to move from a location of the first object when the first objects starts moving and are sequentially disappeared in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving. In other words, the effect objects show the future movement of the first objects.

On the other hand, as acknowledged by the Office Action, and as clearly shown in SFA3, the "blue blur" is a "trail" of a movement by the attacking character. That is, as admitted by the Office Action at the bottom of page 2, the "blue blur" only shows the

previous locations and velocity of the movement by the character. In other words, the "blue blur" is shown at the locations where the attacked object has already past, and, thus, shows the past movement. Therefore, SFA3 does not disclose that the "blue blur" is displayed when the movement by the attacking character at the side that the attacking object is going to move.

Therefore, SFA3 does not disclose that the "blue blur" is displayed when the movement by the attacking character at the side that the attacking object is going to move.

SFA3 also does not disclose sequentially disappeared in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving, as recited in claim 1.

Similar to SFA3, as shown in Figs. 2 and 3 of Ditcher, Dichter discloses a technique to show a "trail" of an object in a three-dimensional environment. The images with highest depth and transparency attributes represent a state of an object at the oldest time during its movement. Therefore, Dichter does not overcome the deficiencies of SFA3.

Accordingly, SFA3 and Dichter, alone or in combination, would not have reasonably suggested the combination of features recited in claim 1.

At least for these reasons, Appellants respectfully assert that claim 1 is patentable over SFA3 and Dichter.

Claims 8, 15 and 16 each recite features sufficiently similar to those of claim 1 to overcome the applied references. Therefore, claims 8, 15 and 16 are patentable over the applied references

b. **The Suggested Modification Would Have Rendered The Prior Art Unsatisfactory For Its Intended Purpose**

MPEP §2143.01(V) states that if proposed modification would render the prior art invention being modified unsatisfactory for its intended purpose, then there is no suggestion

or motivation to make the proposed modification. *In re Gordon*, 733 F.2d 900, 221 USPQ 1125 (Fed. Cir. 1984)

As discussed above, SFA3 discloses that the "blue blur" is a trace, which indicates the player's previous locations and the velocity of that movement. Thus, if SFA3 were to have been modified with the "blue blur" at the side that the player is going to move from a location, as recited in claims 1, 8, 15 and 16, such modification would render SFA3 unsatisfactory for its intended purpose, because the modified "blue blur" would not show the player's previous locations. Therefore, the asserted modification is improper.

c. **The Suggested Modification Would Have Changed The Principle Of Operation Of The Prior Art**

MPEP §2143.01(VI) states that if the proposed modification or combination of the prior art would change the principle of operation of the prior art invention being modified, then the teachings of the references are not sufficient to render the claims *prima facie* obvious. *In re Ratti*, 270 F.2d 810, 123 USPQ 349 (CCPA 1959)

Modifying SFA3 to show the "blue blur" at the side that the player is going to move from a location, as recited in claims 1, 8, 15 and 16, would change the principle operation of SFA3 that shows the previous locations and velocity of the movement. That is, if the "blue blur" were provided at the side that the player is going to move from a location, as suggested by the Office Action, it would not show the player's "previous locations" or the player's "velocity of the movement" of his attack. Therefore, the asserted modification would not have been obvious.

2. **Claims 2 and 9**

Claim 2 recites that the plurality of effect objects located at a rear side in the moving direction from the location of the first object, sequentially disappears according to the controlling the motion of the first object. Claim 9 recites that the effect object located at a rear side in the moving direction sequentially disappears according to the controlling the

motion of the first object. Such features are shown, in exemplary manner, in Figs 6A and 6B. The effect object(s), which are shown at the rear side of the enemy character E, disappear as the enemy character E starts moving backward, that is, a direction indicated by the arrow.

Although SFA3 and Dichter show a trace of an object at the rear side of the object, it is not in the moving direction of the object. Both SFA3 and Dichter show the trace opposite from the moving direction. Neither SFA3 nor Dichter shows the "blue blur" in front of the first object in motion with respect to the moving direction of the first object. Thus, SFA3 and Dichter would not have reasonably suggested these features.

3. Claim 4

Claim 4 recites that the color information of the effect objects is changed so as to decrease a transparency degree as a distance between the location of the first object and each of the plurality of effect objects becomes shorter. That is, the color information of the effect objects is changed so that the colors of the effect objects gradually darkens as the distance from each of the effect objects to the first object is shortened in the moving direction of the first object. In other words, as the first object approaches to the location of an effect object during the movement by the first object, the color of the effect object darkens (*i.e.*, becomes less transparent) because its distance to the first object shortens.

On the other hand, in SFA3 and Dichter, the degree of transparency of each effect object increases as the moving object moves farther from the effect object. However, because the effect objects in SFA3 and Dichter are always provided behind the object in motion with respect to its moving direction, and because SFA3 and Dichter do not teach or suggest showing the effect object in front of the moving object in the direction of the movement by the moving object, SFA3 and Dichter do not reasonably disclose or suggest that the color information of the effect objects is changed so as to decrease a transparency degree as a

distance between the location of the first object and each of the plurality of effect objects becomes shorter.

4. **Claim 5**

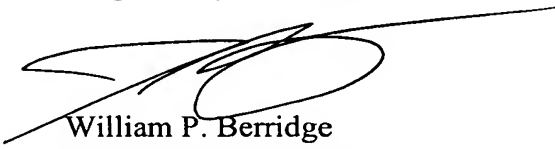
Claim 5 recites that a plurality of locations, where the first object is to pass with the motion of the first object controlled, is determined, and an object showing a posture of the first object at a time in which the first object arrives at the each of the plurality of locations is located at each of the plurality of locations determined as each of the plurality of effect objects. See, for example, page 20, lines 8-12 of the specification. An example of such an effect is shown in Fig. 4C. As discussed above, the effect objects are located in the moving direction of the first object when the first object starts moving. In other words, the image shown as the effect object represents an image of the first object in the future when the first objects passes the location at which the effect object is provided.

As discussed above, SFA3 and Dichter show a trace of the object's movement. Therefore, an image of the trace is an image of the object at that moment in the past. Accordingly, the trace cannot be an object showing a posture of the first object in the future.

VIII. CONCLUSION

For all of the reasons discussed above, it is respectfully submitted that the rejections are in error and that claims 1-16 and 19-24 are in condition for allowance. For all of the above reasons, Appellants respectfully request this Honorable Board to reverse the rejections of claims 1-16 and 19-24.

Respectfully submitted,



William P. Berridge
Registration No. 30,024

James E. Golladay, II
Registration No. 58,182

JAO:KXH/hms

OLIFF & BERRIDGE, PLC
P.O. Box 320850
Alexandria, Virginia 22320-4850
Telephone: (703) 836-6400

Filed: July 8, 2008

APPENDIX A - CLAIMS APPENDIX

CLAIMS INVOLVED IN THE APPEAL:

1. A method for generating an image in a virtual space seen from a predetermined viewpoint in a game, comprising:
 - judging whether to start a motion of a first object placed in the virtual space in the game;
 - if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;
 - if it is judged to start the motion of the first object, displaying a plurality of effect objects, the plurality of effect objects provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving; and
 - making the plurality of effect objects sequentially disappear in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving,
 - wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion.
2. The method as claimed in claim 1, wherein the making the plurality of effect objects sequentially disappear includes making the plurality of effect objects located at a rear side in the moving direction from the location of the first object, sequentially disappear according to the controlling the motion of the first object.
3. The method as claimed in claim 1, further comprising changing color information of the plurality of effect objects in accordance with the motion of the first object being controlled.

4. The method as claimed in claim 3, wherein the changing the color information includes changing the color information so as to decrease a transparency degree as a distance between the location of the first object and each of the plurality of effect objects becomes shorter.

5. The method as claimed in claim 1, wherein the locating the plurality of effect objects includes:

determining a plurality of locations where the first object is to pass with the motion of the first object controlled; and

locating at each of the plurality of locations determined, an object showing a posture of the first object at a time in which the first object arrives at the each of the plurality of locations, as each of the plurality of effect objects.

6. The method as claimed in claim 5, wherein
the plurality of effect objects are plate-like objects on which an image is mapped, the image being seen from a viewpoint different from the predetermined viewpoint, and

the locating the plurality of effect objects includes locating the plurality of effect objects so as to intersect the moving direction by a predetermined angle.

7. The method as claimed in claim 1, wherein
the first object comprises a plurality of action-receiving parts;
a plurality of pieces of effect object information is provided to each of the plurality of action-receiving parts,
the judging whether to start the motion of the first object includes judging to start the motion of the first object if any one of the plurality of action-receiving parts satisfies a predetermined action-receiving condition; and

the locating the plurality of effect objects includes locating the plurality of effect objects based on the plurality of pieces of effect object information corresponding to the action-receiving part that is judged to satisfy the action-receiving condition.

8. A method for generating an image in a virtual space seen from a predetermined viewpoint in a game, comprising:

judging whether to start a motion of a first object placed in the virtual space in the game;

if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

if it is judged to start the motion of the first object, displaying an effect object, the effect object being provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving; and

making the effect object sequentially disappear from a side proximate to the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving,

wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion.

9. The method as claimed in claim 8, wherein the making the effect object sequentially disappear includes making a rear side of the effect object in the moving direction, sequentially disappear according to the controlling the motion of the first object.

10. The method as claimed in claim 8, further comprising changing color information of the effect object in accordance with the motion of the first object being controlled.

11. The method as claimed in claim 10, wherein the changing the color information includes changing the color information so as to increase a transparency degree at

a near side to the location of the first object and to decrease the transparency degree at a far side from the location of the first object.

12. The method as claimed in claim 8, wherein

the first object comprises a plurality of action-receiving parts;

effect object information is provided to each of the plurality of action-receiving parts,

the judging whether to start the motion of the first object includes judging to start the motion of the first object if any one of the plurality of action-receiving parts satisfies a predetermined action-receiving condition; and

the locating the effect object includes locating the effect object based on the effect object information corresponding to the action-receiving part that is judged to satisfy the action-receiving condition.

13. An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 1.

14. An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 8.

15. An image generation device for generating an image in a virtual space seen from a predetermined viewpoint in a game, comprising:

a judging section for judging whether to start a motion of a first object placed in the virtual space in the game;

a motion control section for, if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

a displaying section for, if it is judged to start the motion of the first object, displaying a plurality of effect objects, the plurality of effect objects being provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving; and

a nondisplay section for making the plurality of effect objects sequentially disappear in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving,

wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion.

16. An image generation device for generating an image in a virtual space seen from a predetermined viewpoint in a game, comprising:

a judging section for judging whether to start a motion of a first object placed in the virtual space in the game;

a motion control section for, if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

a displaying section for, if it is judged to start the motion of the first object, displaying an effect object, the effect object being provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving; and

a nondisplay section for making the effect object sequentially disappear from a side proximate to the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving,

wherein each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion.

19. A program stored in a storage medium, when the program is loaded onto an operating device, the program generating an image in a virtual space by making the operating device execute the method as claimed in claim 1.

20. A program stored in a storage medium, when the program is loaded onto an operating device, the program generating an image in a virtual space by making the operating device execute the method as claimed in claim 8.

21. The method as claimed in claim 1, wherein the first object is an attacked object and the plurality of effect objects are displayed behind the attacked object.

22. The method as claimed in claim 8, wherein the first object is an attacked object and the effect object is displayed behind the attacked object.

23. The image generation device as claimed in claim 15, wherein the first object is an attacked object and the plurality of effect objects are displayed behind the attacked object.

24. The image generation device as claimed in claim 16, wherein the first object is an attacked object and the effect object is displayed behind the attacked object.

APPENDIX B - EVIDENCE APPENDIX

NONE

APPENDIX C - RELATED PROCEEDINGS APPENDIX

NONE